

NEW!!! You **NEED** these 4 **NEW** and exciting handbooks for you and your **NEW** Sinclair ZX-81!!

The **ZX-81 POCKET BOOK** takes you through the basics while you'll be **MAKING THE MOST OF YOUR ZX-81** and **MASTERING MACHINE CODE ON YOUR ZX-81**, and when you're ready for a little relaxation you'll have the complete **49 EXPLOSIVE GAMES FOR THE ZX-81**. You'll get hours of enjoyment from your new ZX-81 while you enhance your computing expertise with these fabulous guides to fun and learning! Each book is all new for the ZX-81 computer, yet they show you how to update your ZX-80 as well!

THE ZX-81 POCKET BOOK
by Trevor Toms

This handy new programming manual really gets you into ZX-81 functions. Don't just type someone else's programs... now you can create your *own* and understand why they work. It's fun to learn all about computing with the ZX-81 POCKET BOOK as a guide. You'll see what your new ZX-81 can do, and what extras will make it able to do even more... see how to use ZX-81 BASIC in the best ways... learn to avoid frustration and retyping with program and data file storage and retrieval techniques—and for ZX-80 owners, you'll learn how to convert your ZX-80 to the advanced ZX-81 capabilities. And there's so much more! This road map to the ZX-81 can be yours—it's worth every penny!

MAKING THE MOST OF YOUR ZX-81
by Tim Hartnell

All new for you and your new ZX-81, this handbook focuses on the additional features of the ZX-81. You'll have new games and useful learning tricks, and you'll also see how to write programs that really work. It will guide you through start to finish, using each feature and function of your new ZX-81 personal home computer.

MASTERING MACHINE CODE ON YOUR ZX-81
by Toni Baker

Until this comprehensive, yet easy-to-understand, handbook, there was virtually no material available about the ZX machine code. Using this guide you'll learn the ins and outs of ZX machine code translation. Discover the secrets of the ZX-81, and even see how to adapt the code to the ZX-80 machine. When you understand the language translations between BASIC and the ZX machine code, you'll enjoy the workings of your computer to the utmost!

49 EXPLOSIVE GAMES FOR THE ZX-81
Edited by Tim Hartnell

Galactic Intruders, Breakout, Checkers, Death Maze, Star Trek, Smugglers Mold, and forty-three other favorites are all here, newly adapted especially for you and your new ZX-81 personal computer. This fascinating gamebook gives you programming instructions for all 49 marvelous games PLUS complete and easy-to-understand game rules. This wonderfully exciting hardcover playbook can be yours, order below.

Publication is set for March/April 1982 but you can reserve your pre-publication copy or copies now! Simply fill in the order form below and mail it to us. Use your VISA or MASTER CHARGE or we'll bill you when your order is shipped. There is no need to pay today. When you receive your order in April 1982 play the games and master the machine code. You'll be amazed at how fast you'll become a ZX-81 wizard. Of course, if you don't find the books helpful and interesting return them within 15 days for a full refund and owe nothing.

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